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## Technical Support Contact Info

**E-mail and Website:** For instant access to all of our technical support knowledge, please visit <http://techsupport.ea.com>.

**Telephone Support:** Technical Support is also available from 8am to 5pm PST by calling us at (650) 628-4322. No hints or codes are available from (650) 628-4322.

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**Proof of Purchase**  
NASCAR 07  
1521805

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XBOX

LIVE

ONLINE ENABLED



# NASCAR 07



NASCAR

## ABOUT PHOTSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting further from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

## OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

## AVOID DAMAGE TO YOUR TELEVISION

**Do not use with certain televisions.** Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

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This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating please visit [www.esrb.org](http://www.esrb.org).



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## COMPLETE CONTROLS

Whether you're driving an automatic or racing manual master these default driving controls to earn Skill Points as you make a chase for the NEXTEL Cup.



## AUTOMATIC

Steer	
Accelerate	(pull)
Brake	(pull)
Reverse	
Team Communicator (see p. 2)	
Share draft	
Intimidator™ (see p. 4)	
Change view	
Toggle review mirror	(click)
Toggle mirror/display	
Pause game	

## MANUAL

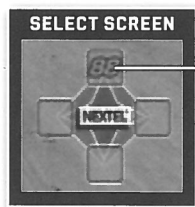
Shift up/down	
---------------	--

**NOTE:** Switch from Automatic to Manual transmission via the Pause menu's Driving Controls screen.



## TEAM COMMUNICATOR CONTROLS

Become a team player during any race by using your teammates to your advantage. With Team Communicator controls, radio for assistance or take the wheel of a teammate's car to fend off rivals. Move **R** or use real-time voice command to communicate with your teammates at any point during the race.



Move **R** to communicate with car #88



Communicate with Car #88 by selecting a command

Select teammate	<b>R</b> (move toward teammate's car number icon)
Swap	<b>R</b> ↓
Follow	<b>R</b> ↑
Block	<b>R</b> →
Work With Me	<b>R</b> ←

**NOTE:** Alter or swap in new Team Communicator commands such as Drop Back, Move, Hold, and Pit Now by accessing RACE COMMANDS via the Settings menu (or Pause menu during a race).

## VOICE COMMAND CONTROLS

Gain a competitive advantage by calling out to teammates for help, talking to your crew chief for real-time feedback, and voice-activating menu options. Use your Xbox Communicator to give your crew chief verbal commands.

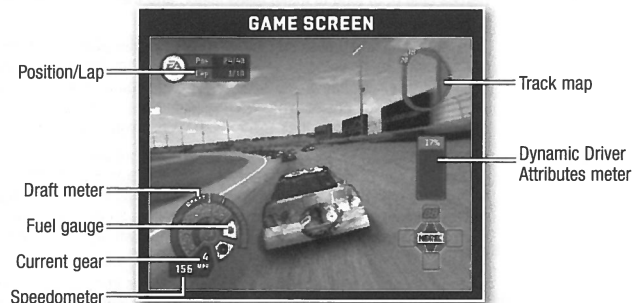
Toggle Voice Commands ON/OFF **R** (click)

**NOTE:** Modify your microphone responsiveness by adjusting the Voice Sensitivity sliders for your Xbox Communicator via the Settings menu. The slider adjusts how sensitive the microphone is to picking up your voice commands during gameplay.

## ON THE TRACK

Take on a field of up to 43 cars in a single Race Now event. You have four racing series, the top drivers, and all the real-world tracks to choose from, plus unlockable cars and fantasy tracks.

► In the Race Weekend menu, you have the option to run a practice session or qualify for the race. You can also make adjustments to your car's setup to match the current track in the Car Setup screen. You can also skip these options and immediately begin the race.



### NEW DRIVER ATTRIBUTES

Player-controlled drivers in Race Now, Season mode, and Chase for the Cup™ mode are assigned attributes based on real-world performances on certain track types. For example, Elliott Sadler's car performs significantly better than a rookie's car thanks to his professional experience. Also, some drivers tend to perform better on speedways or superspeedways, while others have higher ratings for road courses and short tracks. Ratings all depend on the drivers and their tendencies.

### NEW VARIABLE DRIVER ATTRIBUTE SYSTEM

Positive and negative Skill Points (see below) collected during Race Now, Season, Chase for the Cup, and Fight to the Top modes have an affect on your driver's attributes. For example, you begin every race with the Dynamic Driver Attributes Meter set to 0%. As the race progresses, you have opportunities to gain Skill Points by surviving the most unpredictable situations in racing, leading laps, sharing a draft, intimidating other drivers, clean passing, qualifying well, and making rivals/allies. When Skill Points are earned, your driver's attributes increase, and your meter begins to approach maximum performance. However, if you lose Skill Points, your performance decreases—but you can never lose what you started with at the beginning of a race.

## SKILL POINTS

Earn Skill Points (excluding multiplayer and Xbox Live® modes) by accomplishing a number of objectives during a race. From simple tasks such as sharing a draft for more than five seconds to the extreme feat of helping your teammates place 1-4 in a race, points are earned then added to your Skill Points account during the race. Skill Points can also be used to unlock tracks, cars, sponsors, and more from the Chase Plates screen.

### SKILL POINT INVESTMENTS

Convert your Skill Points into money for your Fight to the Top career (see p. 5), or put it all on the line by wagering them against real-world drivers in Race Now, Season, or Chase for the Cup modes. Use winnings for significant upgrades or scramble to climb out of a hole when losing big. Drivers with lower ratings have better returns because the odds are stacked against them. You can invest Skill Points from the Select Driver screen.

## DRAFTING, FLAGS, AND MORE

### Standard Drafting

When you pull up close to the bumper of the car in front of you, both cars can go faster than if they were driving separately. The Draft Meter shows the current strength of the regular draft.

### Share Draft

Press **A** to Share Draft with the car in front of you. Share Draft increases the speed of both cars and improves your relationship with the other driver. Also, Heroes (see p. 5) tend to make allies faster, and their Draft Meter works from greater distances.

### Intimidator™

To be an Intimidator, approach the bumper of another car. When the Draft Meter begins to fill, press **B** to intimidate. The intimidated driver may lose concentration and slide out of the way, allowing you to pass, but that driver may hold a grudge against you. Also, Villains (see p. 5) tend to intimidate other drivers easier, and their Draft Meter works from greater distances.

### Grudges & Alliances

When you run into or intimidate another driver, he remembers your actions on the next lap, or even during the next race (Season, Fight to the Top, Chase for the Cup modes only). A red icon above a car indicates a driver holding a grudge against you, while a green icon represents an ally. Similarly, you can form an alliance with other drivers by sharing a draft. In turn, an ally is more likely to work with you during the heated moments of a race.

### Flags

During the course of a race, flags indicate changes in track conditions. A green flag starts and restarts a race. A yellow flag indicates a caution and means you must slow down and maintain your current position in the field (excluding Xbox Live mode). There are no yellow flags in Whelen Modified races. A white flag means the leader of the field crossed the finish line to begin the race's last lap. When the first-place driver crosses the finish line again, he receives the checkered flag of victory.

### Pit Stops

During longer races, you have to make pit stops to refuel, get new tires, and possibly repair your car. You can change your pit options before you reach your stall or via the Pause menu (pit road only during Xbox Live game sessions). Pit stops are not allowed in Whelen Modified races.

## SAVING AND LOADING

Before exiting a game mode or a menu where changes have been made, be sure to save your progress to the hard disk when Autosave is set to OFF. All unsaved information will be lost otherwise. You can also save or load manually by accessing the SAVE or LOAD screens (via the Settings menu).

- To save or load a file, select the file name you wish to save or load (or select NEW SAVE when saving for the first time). Once the file is selected, the game data is either loaded or saved.

## FIGHT TO THE TOP

Create a driver and power your way through the Whelen Modified Series, Craftsman Trucks, NBS, and NEXTEL Cup ranks by building the ultimate team and finishing near the top of the standings. As you progress through your career, take the helm of your own racing organization and position yourself to outperform or own real-world NASCAR® teams.

If you want to get a head start on your career, be sure to participate in the Allstate® Qualifiers (p. 7) in hopes of enticing a more prominent contact offer.

### FIGHT TO THE TOP MENU

When you first enter Fight to the Top mode, review the phone message from your agent. Your agent brings you news of offers from other teams and sponsors, as well as tips about events on your calendar, and helpful game advice.

Track your progress through the NASCAR season by viewing the events on your calendar, including Charity and Showdown races. You can also review driver contracts and racing stats, or check out driver standings, including the total number of points you've earned in the current series.

#### Select Event

Review the schedules for different weeks or select an event to enter. Early in your career you may find empty weeks on the schedule.

#### Race Shop

Sign driver contracts or buy teams to race in any of the four racing series. Manage your purchased teams from your Race Shop.

- As a driver, just focus on racing. Finish well, increase your Prestige rating, gain fan support, and draw interest from better-funded teams that invite you to prove your skills in Test Sessions. Perform well there, and you'll soon receive offers for better rides.
- As a driver/owner you earn more money, but you also must manage all aspects of your team. After you buy a new team, you need to sign a sponsor, train your pit crew, create your car's paint scheme, and manage your merchandising.
- When competing in multiple series at the same time, multiple events may occur on the same day. However, you can't be in two places at once. As an owner, you can hire a driver to race an event for you. Select HIRE DRIVER, and choose the driver who best fits your budget.

**NOTE:** You cannot be a driver and a driver/owner in the same series during a season. If you are under contract in a series, you cannot purchase a team in that series. Make your team decisions at the beginning of each season.

#### Career Status

Check your prestige—Hero or Villain—along with fan support, cash reserves, and overall progress in your Chase for the Cup. Whether you choose to become a Hero or a Villain, your performance on the track earns you more than money.

#### Hero

Heroes fight to win without using tactics that could anger other drivers. They can also Share Draft with other drivers more easily.

#### Villain

Villains do whatever it takes to win—even if that means knocking other drivers out of the race. Villains can also intimidate other drivers more easily using the Intimidator control.

#### Prestige

Perform well on the track and you increase your Prestige. Drivers with high Prestige receive offers to drive in Test Sessions. Drive well in a Test Session, and you can earn contracts to compete in better racing series.

#### Fan Support

Fans flock to drivers who know how to win—Hero or Villain. They also like drivers who take time to sign autographs. Adding fans means you make more money from your merchandise trailer.

### SHOWDOWN AND CHARITY RACES

If your fan support grows high enough, or if you build an intense rivalry, other drivers may challenge you to one-on-one races. Winning Showdown Races earns Skill Points, which can be used to buy Chase Plates. Drivers with high prestige get invited to race in Charity Races. Only the best of the best are invited to compete here. While there is no prize money in a Charity Race, you can earn extra Hero/Villain points, a Skill Point bonus, fans, or all of the above.

## SEASON

Race an entire NASCAR season in any of the four series. In the Season Settings screen, select your series, or customize a schedule, and set the difficulty level and the length of each race.

In the Select Event screen, you can enter the displayed race and choose to race yourself or to let the race be simulated for you. You can also change your driver or let a friend join your season at any time between races at the Change/Add Driver screen.

## XBOX LIVE®

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EA MAY RETIRE ONLINE FEATURES AFTER 30 DAYS NOTICE POSTED ON [www.easports.com](http://www.easports.com) OR 30 DAYS AFTER THE LAST DAY OF THE 2007 NASCAR SEASON.

### TAKE NASCAR 07 BEYOND THE BOX

Xbox Live is a high-speed or broadband Internet gaming community where you can create a permanent Gamertag, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

### CONNECTING

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see [www.xbox.com/connect](http://www.xbox.com/connect).

### WELCOME TO NASCAR 07 ON XBOX LIVE

The Xbox Live lobby is your main resource for connecting to players from around the world. All the tools you need to connect to other players are available from the Xbox Live menus.

- |                    |   |
|--------------------|---|
| <b>Quick Match</b> | Find the next available public session waiting to race on Xbox Live.  |
| <b>OptiMatch</b>   | Select your favorite settings and search to find a match that suits your style.   |
| <b>Lobby</b>       | Locate players and/or visit chat rooms from the Lobby. Here you can search for available sessions or create a game session of your own.       |
| <b>Leaderboard</b> | View the Leaderboard and see who is dominating <i>NASCAR 07</i> on Xbox Live.   |
| <b>My NASCAR®</b>  | Alter your online settings and change your Quick Messages.  |
| <b>My Career</b>   | View the final results of your most Recent Games and track your stats in the Stats Book to see how you compare with players across the world. |
| <b>View Career</b> | Scout potential opponents and view their stats to see who you best match up against in order to climb the Leaderboards.                       |

**NOTE:** Three- and four-player races may not be available for all connection types

## OTHER GAME MODES

To earn additional Skill Points that can be spent on Chase Plates, try your luck in Dodge Challenges or Chase for the Cup modes.

### DODGE CHALLENGES

Relive some of NASCAR's greatest moments of the past year. When you complete a Dodge Challenge, you earn Skill Points that can be spent on Chase Plates.

### CHASE FOR THE CUP™

The Chase begins with 10 races left in the season, with each driver separated by five points in the standings. If you win the Chase, you earn Skill Points based on your selected difficulty settings and your starting position in the Chase field.

## MY NASCAR®

Exchange your Skill Points for Chase Plates rewards, view your Best Lap times, or access the Custom Car Garage.

### SKILL POINTS

View your list of available bonus tasks and the rewards you can earn by completing them in-game. Once enough points are earned, buy Chase Plates to unlock tracks, cars, sponsors, and more.

### BEST LAPS

View the best lap times for all tracks and series. When a driver beats the top score, his name and lap time are displayed for that track.

### CUSTOM CAR GARAGE

Design your own custom cars to use in any of the four NASCAR series in Race Now and Season modes. After you select the series and a car skin, the Design screen lets you access areas where you can change your car's graphics, sponsor decals, and paint colors. For each series, you can store up to four cars.

## NEW ALLSTATE® QUALIFIERS

Earn Gold, Silver, or Bronze medals that can be put toward your status in Fight to the Top mode. Your goal is simple: win as many medals as you can during one-lap time trials (there are eight in all staged at different track locations) in hopes of receiving a lucrative contract offer. The higher level of medals earned, the higher series the contract will be.

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US 1 (650) 628-1900

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